

IN THE CLAIMS

1. (Original) A method of playing a hand-to-hand game, comprising:
 - attaching a plurality of electronic touch systems to a plurality of players, each electronic touch system comprising:
 - an attaching device;
 - a touch pad sensor;
 - a controller, the controller further including a counter, the controller coupled to the touch pad sensor through a first signal line, the controller coupled to the player using the attaching device;
 - entering a designated number of “touches allowed” into the plurality of controllers;
 - commencing the hand-to-hand game by having the plurality of players chase after one another and touch the plurality of touch pad sensors of other players;
 - decrementing the number of “touches allowed” by a default decrement value for each touch received from another player;
 - eliminating any player once the player has no more number of “touches allowed,”
 - terminating play once there is only one player with at least one number of “touches allowed” remaining; and
 - declaring as a winner the player with at least one number of “touches allowed” remaining.
2. (Original) The method of playing the hand-to-hand game of claim 1, further comprising:
 - dividing the plurality of players into a plurality of teams with each group having at least one player; and

declaring as a winner the team with at least one number of “touches allowed” remaining.

3. (Currently amended) The method of playing the hand-to-hand game of claim 1, the electronic touch system further including:

an ON/OFF button coupled to the controller through a second signal line, the ON/OFF button activating and deactivating the controller;

a RESET button coupled to the controller through a third signal line, the RESET button entering a number of touches for the hand-to-hand game;

a START button coupled to the controller through a fourth signal line, the START button enabling the controller to accept signals from the touch pad device;

a display coupled to the controller through a fifth signal line, the display showing a count status;

a speaker; and

a sound chip coupled to the controller through a sixth signal line, the sound chip coupled to the speaker through a seventh signal line, the sound chip receiving a signal from the controller, the sound chip sending a signal to the speaker, the speaker playing a sound[[;]].

4. (Original) The method of playing the hand-to-hand game of claim 3, the electronic touch system further including:

a comparator coupled to the controller through a eighth signal line, the comparator comparing the number of “touches allowed” to a number of “actual touches” received by the controller from the touch pad device, the comparator sending a signal to the controller when the number of “touches allowed” equals the number of “actual touches”.

a timer coupled to the controller through a ninth signal line, the timer capable of being loaded with a default time, the timer capable of counting down the default time, the

timer communicating data to the controller, the timer receiving data from the controller; and

a network interface, the network interface coupled to the controller through a first bus, the network interface coupled to a network through a first network connection, the network interface sending data to the network, the network interface receiving data from the network.

5. (Original) The method of playing the hand-to-hand game of claim 4, the network interface capable of sending data to a network interface of another player's electronic touch system using a second network connection, network interface capable of receiving data from the network interface of another player's electronic touch system using the second network connection.

6. (Original) The method of playing the hand-to-hand game of claim 5, the network interface capable of sending data to a computing device using a second network connection, the network interface capable of receiving data from the computing device using the second network connection, the computing device storing data received from the controller, the computing device computing data received from the controller, the computing device capable of controlling the controller, the computing device capable of sending data to the network using a third network connection, the computing device capable of receiving data from the network using the third network connection.

7. (Original) The method of playing the hand-to-hand game of claim 6, further comprising activating the touch pad sensors of the plurality of electronic touch systems for the entire game.

8. (Original) The method of playing the hand-to-hand game of claim 6, further comprising randomly activating touch pad sensors during the game.
9. (Original) The method of playing the hand-to-hand game of claim 6, further comprising permitting the touch pad sensors of the plurality of electronic touch systems to be active for the default time stored in the timer.
10. (Original) The method of playing the hand-to-hand game of claim 6, further comprising permitting the plurality of touch pad sensors to be activated by a third party.
11. (Original) The method of playing the hand-to-hand game of claim 6, further comprising:
 - permitting the hand-to-hand game to be paused for a time period;
 - retaining the number of “touches allowed;”
 - retaining the default time;
 - restoring the number of “touches allowed” to the controller after the time period;
 - restoring the default time to the controller after the time period; and
 - resuming the hand-to-hand game after the time period.
12. (Original) The method of playing the hand-to-hand game of claim 6, further comprising increasing the default decrement value for each touch as the number of “touches allowed” decreases.
13. (Currently amended) The method of playing the hand-to-hand game of claim 6, further comprising:
 - dividing the plurality of players into a plurality of teams with each group having at least one player;

transmitting each touch signal through the first network connection to the computing device;

decrementing the number of “touches allowed” by a default decrement value for each touch received from another player in a counter of the computing device; and

declaring as a winner the team with at least one number of “touches allowed” remaining[[:]].

14. (Cancelled)

15. (Cancelled)

16. (Currently amended) A system for playing a hand-to-hand game, comprising:

an attaching device;

a touch pad sensor;

a controller, the controller further including a counter, the controller coupled to the touch pad sensor through a first signal line, the controller coupled to the player using the attaching device[[:]].

17. (Currently amended) The system for playing a hand-to-hand game of claim 16, the controller further comprising:

an ON/OFF button coupled to the controller through a second signal line, the ON/OFF button activating and deactivating the controller;

a RESET button coupled to the controller through a third signal line, the RESET button entering a number of “touches allowed” for the hand-to-hand game;

a START button coupled to the controller through a fourth signal line, the START button enabling the controller to accept signals from the touch pad device;

a display coupled to the controller through a fifth signal line, the display showing a count status;

a speaker; and

a sound chip coupled to the controller through a sixth signal line, the sound chip coupled to the speaker through a seventh signal line, the sound chip receiving a signal from the controller, the sound chip sending a signal to the speaker, the speaker playing a sound[[;]].

18. (Original) The system for playing a hand-to-hand game of claim 17, the controller further comprising:

a comparator coupled to the controller through a eighth signal line, the comparator comparing the number of “touches allowed” to a number of “actual touches” received by the controller from the touch pad device, the comparator sending a signal to the controller when the number of “touches allowed” equals the number of “actual touches”.

a timer coupled to the controller through a ninth signal line, the timer capable of being loaded with a default time, the timer capable of counting down the default time, the timer communicating data to the controller, the timer receiving data from the controller; and

a network interface, the network interface coupled to the controller through a first bus, the network interface coupled to a network through a first network connection, the network interface sending data to the network, the network interface receiving data from the network.

19. (Original) The system for playing a hand-to-hand game of claim 18, the network interface capable of sending data to a network interface of another player’s electronic touch system using a second network connection, network interface capable of receiving

data from the network interface of another player's electronic touch system using the second network connection.

20. (Original) The system for playing a hand-to-hand game of claim 19, the network interface capable of sending data to a computing device using a second network connection, the network interface capable of receiving data from the computing device using the second network connection, the computing device storing data received from the controller, the computing device computing data received from the controller, the computing device capable of controlling the controller, the computing device capable of sending data to the network using a third network connection, the computing device capable of receiving data from the network using the third network connection.